



ENEX20001 *Embedded System Design*

Term 2 - 2023

Profile information current as at 20/04/2024 04:12 am

All details in this unit profile for ENEX20001 have been officially approved by CQUniversity and represent a learning partnership between the University and you (our student). The information will not be changed unless absolutely necessary and any change will be clearly indicated by an approved correction included in the profile.

General Information

Overview

This unit will introduce you to microcontroller basics and their real world applications. You will learn about different microcontroller families and their similarities and differences from an application point of view. You will also learn about microcontroller architecture, memory maps, addressing modes, interrupts, timers, counters, and hardware interfacing of a chosen microcontroller. You will learn how to program a microcontroller in a high level language using an integrated development environment. Advanced topics of reading analog inputs, implementation of USART (Universal Synchronous Asynchronous Receiver Transmitter) connections with external world, PWM (Pulse Width Modulation), will also be covered in this unit. After learning the fundamentals of hardware interfacing you will practice them in a laboratory using a microcontroller development system based on this specific microcontroller and finally design and prototype an authentic application of embedded system in your project using the same development system. Online education students are required to attend the residential school.

Details

Career Level: *Postgraduate*

Unit Level: *Level 8*

Credit Points: *12*

Student Contribution Band: *8*

Fraction of Full-Time Student Load: *0.25*

Pre-requisites or Co-requisites

ENEE14006 Embedded Microcontrollers is an Anti-Requisite for this unit.

Important note: Students enrolled in a subsequent unit who failed their pre-requisite unit, should drop the subsequent unit before the census date or within 10 working days of Fail grade notification. Students who do not drop the unit in this timeframe cannot later drop the unit without academic and financial liability. See details in the [Assessment Policy and Procedure \(Higher Education Coursework\)](#).

Offerings For Term 2 - 2023

- Melbourne
- Mixed Mode
- Rockhampton

Attendance Requirements

All on-campus students are expected to attend scheduled classes – in some units, these classes are identified as a mandatory (pass/fail) component and attendance is compulsory. International students, on a student visa, must maintain a full time study load and meet both attendance and academic progress requirements in each study period (satisfactory attendance for International students is defined as maintaining at least an 80% attendance record).

Residential Schools

This unit has a Compulsory Residential School for distance mode students and the details are:

Click here to see your [Residential School Timetable](#).

Website

[This unit has a website, within the Moodle system, which is available two weeks before the start of term. It is important that you visit your Moodle site throughout the term. Please visit Moodle for more information.](#)

Class and Assessment Overview

Recommended Student Time Commitment

Each 12-credit Postgraduate unit at CQUniversity requires an overall time commitment of an average of 25 hours of study per week, making a total of 300 hours for the unit.

Class Timetable

[Regional Campuses](#)

Bundaberg, Cairns, Emerald, Gladstone, Mackay, Rockhampton, Townsville

[Metropolitan Campuses](#)

Adelaide, Brisbane, Melbourne, Perth, Sydney

Assessment Overview

1. **Online Quiz(zes)**

Weighting: Pass/Fail

2. **Written Assessment**

Weighting: 20%

3. **Practical Assessment**

Weighting: 20%

4. **Practical Assessment**

Weighting: 20%

5. **Portfolio**

Weighting: 40%

Assessment Grading

This is a graded unit: your overall grade will be calculated from the marks or grades for each assessment task, based on the relative weightings shown in the table above. You must obtain an overall mark for the unit of at least 50%, or an overall grade of 'pass' in order to pass the unit. If any 'pass/fail' tasks are shown in the table above they must also be completed successfully ('pass' grade). You must also meet any minimum mark requirements specified for a particular assessment task, as detailed in the 'assessment task' section (note that in some instances, the minimum mark for a task may be greater than 50%). Consult the [University's Grades and Results Policy](#) for more details of interim results and final grades.

CQUniversity Policies

All University policies are available on the [CQUniversity Policy site](#).

You may wish to view these policies:

- Grades and Results Policy
- Assessment Policy and Procedure (Higher Education Coursework)
- Review of Grade Procedure
- Student Academic Integrity Policy and Procedure
- Monitoring Academic Progress (MAP) Policy and Procedure – Domestic Students
- Monitoring Academic Progress (MAP) Policy and Procedure – International Students
- Student Refund and Credit Balance Policy and Procedure
- Student Feedback – Compliments and Complaints Policy and Procedure
- Information and Communications Technology Acceptable Use Policy and Procedure

This list is not an exhaustive list of all University policies. The full list of University policies are available on the [CQUniversity Policy site](#).

Previous Student Feedback

Feedback, Recommendations and Responses

Every unit is reviewed for enhancement each year. At the most recent review, the following staff and student feedback items were identified and recommendations were made.

Feedback from Unit Coordinator's reflection

Feedback

The use of physical hardware in this unit gave opportunities to apply knowledge into practical problems.

Recommendation

Continue to engage students with practical uses of physical hardware and have exercises and assessments that require students to use physical hardware

Feedback from Unit Coordinator's reflection

Feedback

Further exercises and explanation into some aspects of hardware programming would be useful.

Recommendation

Incorporating and highlighting hardware programming examples in lectures and tutorials and providing more detailed explanation of codes.

Feedback from Unit Survey's Feedback

Feedback

Be more responsive to student emails

Recommendation

Encourage students to exchange questions and ideas on the unit's learning forum as this is beneficial to the entire learning cohort. Educating students that questions that are previously answered in the forum will not be re-answered through personal emails.

Unit Learning Outcomes

On successful completion of this unit, you will be able to:

1. Apply fundamental structured programming knowledge to perform software tasks
2. Program a microcontroller to interface with external devices such as analog and digital sensors, actuators and computers
3. Analyse and design microcontroller based real-time applications using a given industry-standard development system and software tools
4. Prototype an embedded microcontroller system for a real-world application
5. Communicate professionally using relevant technical terminology, symbols, and diagrams and effectively document design and prototyped solutions
6. Work autonomously and as a team member to analyse problems and present solutions.

The Learning Outcomes for this unit are linked with the Engineers Australia Stage 1 Competency Standards for Professional Engineers in the areas of 1. Knowledge and Skill Base, 2. Engineering Application Ability and 3. Professional and Personal Attributes at the following levels:

Introductory

1.2 Conceptual understanding of the mathematics, numerical analysis, statistics, and computer and information sciences which underpin the engineering discipline. (LO: 1N 2N 4N)

Intermediate

1.4 Discernment of knowledge development and research directions within the engineering discipline. (LO: 1I 2I 3I 4I)

3.1 Ethical conduct and professional accountability. (LO: 4I 5I 6I)

3.2 Effective oral and written communication in professional and lay domains. (LO: 5I 6I)

3.3 Creative, innovative and pro-active demeanour. (LO: 1I 2I 3I 4I)

3.4 Professional use and management of information. (LO: 3I 4I 5I 6I)

Advanced

1.1 Comprehensive, theory-based understanding of the underpinning natural and physical sciences and the engineering fundamentals applicable to the engineering discipline. (LO: 1I 2I 3I 4A)

1.3 In-depth understanding of specialist bodies of knowledge within the engineering discipline. (LO: 1I 2I 3I 4A)

1.5 Knowledge of engineering design practice and contextual factors impacting the engineering discipline. (LO: 1I 2I 3A 4A)

1.6 Understanding of the scope, principles, norms, accountabilities and bounds of sustainable engineering practice in the specific discipline. (LO: 1I 2I 3I 4A)

2.1 Application of established engineering methods to complex engineering problem solving. (LO: 1I 2I 3I 4A)

2.2 Fluent application of engineering techniques, tools and resources. (LO: 1I 2I 3I 4A)

2.3 Application of systematic engineering synthesis and design processes. (LO: 1I 2I 3A 4A)

2.4 Application of systematic approaches to the conduct and management of engineering projects. (LO: 3A 4A)

3.5 Orderly management of self, and professional conduct. (LO: 4A 5I 6I)

3.6 Effective team membership and team leadership. (LO: 3I 4A 6I)

Note: LO refers to the Learning Outcome number(s) which link to the competency and the levels: N - Introductory, I - Intermediate and A - Advanced.

Refer to the Engineering Postgraduate Units Moodle site for further information on the Engineers Australia's Stage 1 Competency Standard for Professional Engineers and course level mapping information

<https://moodle.cqu.edu.au/course/view.php?id=11382>

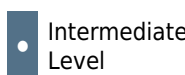
Alignment of Learning Outcomes, Assessment and Graduate Attributes



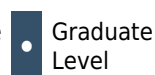
N/A
Level



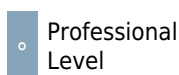
Introductory
Level



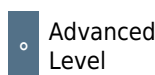
Intermediate
Level



Graduate
Level



Professional
Level



Advanced
Level

Alignment of Assessment Tasks to Learning Outcomes

| Assessment Tasks | Learning Outcomes | | | | | |
|------------------|-------------------|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 |
| | | | | | | |

Textbooks and Resources

Textbooks

There are no required textbooks.

IT Resources

You will need access to the following IT resources:

- CQUniversity Student Email
- Internet
- Unit Website (Moodle)
- Access to a document scanner and a software that can create pdf documents
- Access to a computer with Windows 10 with authority to install software required for the unit
- Download and Install Visual Studio Code
- Download and Install Webot Simulator

Referencing Style

All submissions for this unit must use the referencing style: [Harvard \(author-date\)](#)

For further information, see the Assessment Tasks.

Teaching Contacts

Lasi Piyathilaka Unit Coordinator

l.piyathilaka@cqu.edu.au

Schedule

Week 1 - 10 Jul 2023

| Module/Topic | Chapter | Events and Submissions/Topic |
|--|---------|------------------------------|
| <ul style="list-style-type: none">• Introduction to programming languages• Introduction to C language programming environment | N/A | |

Week 2 - 17 Jul 2023

| Module/Topic | Chapter | Events and Submissions/Topic |
|---|---------|------------------------------|
| <ul style="list-style-type: none">• Introduction to Embedded Systems and Microcontrollers• Programming in C language - Essential | N/A | |

Week 3 - 24 Jul 2023

| Module/Topic | Chapter | Events and Submissions/Topic |
|--|---------|------------------------------|
| <ul style="list-style-type: none">• Atmel Microcontrollers and Development Environment• AVR Programming basic | N/A | |

Week 4 - 31 Jul 2023

| Module/Topic | Chapter | Events and Submissions/Topic |
|--|---------|--|
| <ul style="list-style-type: none">• Digital Inputs and Outputs, AVR Programming• Digital I/O hardware interfacing | N/A | Assignment 1 - C language programming Due: Week 4 Friday (4 Aug 2023) 11:45 pm AEST |

| Week 5 - 07 Aug 2023 | | |
|---|----------------|--|
| Module/Topic | Chapter | Events and Submissions/Topic |
| <ul style="list-style-type: none"> • Analog to Digital Conversion • ADC hardware interfacing | N/A | |
| Vacation Week - 14 Aug 2023 | | |
| Module/Topic | Chapter | Events and Submissions/Topic |
| Week 6 - 21 Aug 2023 | | |
| Module/Topic | Chapter | Events and Submissions/Topic |
| <ul style="list-style-type: none"> • Pulse Width Modulation • Motor direction and Speed Control | N/A | Project Proposal and plan due |
| Week 7 - 28 Aug 2023 | | |
| Module/Topic | Chapter | Events and Submissions/Topic |
| <ul style="list-style-type: none"> • Timers and Counters • Servo Motor Control • Interfacing Ultrasound sensor | N/A | |
| Week 8 - 04 Sep 2023 | | |
| Module/Topic | Chapter | Events and Submissions/Topic |
| <ul style="list-style-type: none"> • Serial Communication • Serial communication and hardware interfacing | N/A | |
| Week 9 - 11 Sep 2023 | | |
| Module/Topic | Chapter | Events and Submissions/Topic |
| <ul style="list-style-type: none"> • Combining codes • Project discussion | N/A | Assignment 2: Hardware Programming using CQU PIC Development kit Due: Week 9 Wednesday (13 Sept 2023) 11:45 pm AEST |
| Week 10 - 18 Sep 2023 | | |
| Module/Topic | Chapter | Events and Submissions/Topic |
| <ul style="list-style-type: none"> • Project Discussion | N/A | |
| Week 11 - 25 Sep 2023 | | |
| Module/Topic | Chapter | Events and Submissions/Topic |
| <ul style="list-style-type: none"> • Project Progress Review | N/A | Project progress review |
| Week 12 - 02 Oct 2023 | | |
| Module/Topic | Chapter | Events and Submissions/Topic |
| Project Help | N/A | |
| Review/Exam Week - 09 Oct 2023 | | |
| Module/Topic | Chapter | Events and Submissions/Topic |
| | | |
| Exam Week - 16 Oct 2023 | | |
| Module/Topic | Chapter | Events and Submissions/Topic |
| | | |

Term Specific Information

Students are required to purchase the sensors, actuators, and a microcontroller board in order to complete the hardware programming assignments and the project. It is expected that students purchase all these necessary components by week 3, and the list of the required components can be found on the Week 1 Moodle site.

Assessment Tasks

1 Diagnostic test

Assessment Type

Online Quiz(zes)

Task Description

This is a diagnostic test (which carry no marks towards your grade) to identify students' level of understanding of computer programming and electronics basics to support them more effectively.

Number of Quizzes**Frequency of Quizzes**

Other

Assessment Due Date

2 weeks prior to term Wednesday (28 June 2023) 11:45 pm AEST

Return Date to Students

Students will know the test outcome soon after completing the test.

Weighting

Pass/Fail

Assessment Criteria

This will be assessed to identify the need of extra support for individual student. This online quiz will have equal weight to all questions.

Referencing Style

- [Harvard \(author-date\)](#)

Submission

Online

Submission Instructions

Online Quiz

Learning Outcomes Assessed

- Apply fundamental structured programming knowledge to perform software tasks

Graduate Attributes

- Knowledge

2 Assignment 1 - C language programming

Assessment Type

Written Assessment

Task Description

The purpose of this assignment is to evaluate your proficiency in C language programming. The assignment aims to assess your capacity to analyze a system, formulate a conceptual solution, create a visual representation, and write code to address the given challenges. It is essential to note that this assignment is an individual endeavour and collaboration or assistance from others is strictly prohibited. You must demonstrate evidence of your independent efforts as outlined in the assignment submission requirements. In this assignment, you will be tasked with programming a simulated robot to fulfil a specified objective. The objective is intended to demonstrate your C programming abilities within the context of solving a practical real-world problem.

Assessment Due Date

Week 4 Friday (4 Aug 2023) 11:45 pm AEST

Return Date to Students

Marked assignment with feedback will be returned to students usually within 2 weeks after submission. However, there will be no model answers provided.

Weighting

20%

Minimum mark or grade

50%

Assessment Criteria

This assessment will be based on the achievement of the goals specified in the assessment document, and marks will be allocated for each goal according to the following assessment criteria.

1. Goal Achievement (50%):

- Demonstrates the ability to understand the goals and requirements of the simulated robot program.
- Develops a comprehensive and correct solution for each goal.
- Achieves the desired outcomes as specified in the assignment.
- Provides evidence of the program successfully accomplishing the goals, such as video recordings or screenshots.

2. Problem-Solving and Solution Development (30%):

- Presents a clear and logical approach to solving the problems.
- Breaks down complex problems into smaller, manageable tasks.
- Uses appropriate algorithms, data structures, and programming constructs to implement the solution.
- Provides a detailed explanation of the problem-solving process, including any iterations or revisions made during development.
- Includes flowcharts, or other graphical representations to illustrate the solution.

3. Code Quality and Documentation (15%):

- Follows standard programming conventions and naming conventions.
- Includes appropriate comments throughout the code to explain the purpose of each section, key variables, and logic.
- Provides an explanation of the code's functionality, highlighting any important algorithms or techniques used.
- Writes clean and well-structured C language code.

5. Individuality and Originality (5%):

- Ensures that each student develops their own unique programs independently.
- Avoids copying code or solutions from external sources without proper attribution.
- Demonstrates creativity and original thinking in solving programming problems.

Referencing Style

- [Harvard \(author-date\)](#)

Submission

Online

Submission Instructions

as a single PDF file and software codes

Learning Outcomes Assessed

- Apply fundamental structured programming knowledge to perform software tasks

Graduate Attributes

- Knowledge
- Communication
- Cognitive, technical and creative skills
- Self-management
- Ethical and Professional Responsibility

3 Assignment 2: Hardware Programming using CQU PIC Development kit

Assessment Type

Practical Assessment

Task Description

This assignment evaluates your essential C language programming skills for embedded microcontroller programming. You will be tested on your ability to develop solutions for given problems and implement them on the embedded microcontroller board.

Before starting the coding, it's crucial to analyze the system, create a conceptual solution, and develop a graphical representation. All your work, including software codes and demonstration videos, must be submitted as evidence of your individual efforts. Technical details regarding the assignment will be provided upon receiving the task.

It is important to note that this is an individual assessment, and no collaboration or contribution from others is permitted.

Assessment Due Date

Week 9 Wednesday (13 Sept 2023) 11:45 pm AEST

Return Date to Students

Marked assignment with feedback will be returned to students usually within 2 weeks after submission. However, there will be no model answers provided.

Weighting

20%

Minimum mark or grade

50%

Assessment Criteria

Assessment Criteria (each question)

- Graphical representation of the program using a flowchart or a block diagram, which will account for 20% of the allocated marks.
- A fully working program producing expected outcomes, which will be assessed based on the video demonstration, codes, and the report submitted to the Moodle site. Failure to provide a demonstration video and codes will result in a zero mark. This criterion accounts for 50% of the allocated marks.
- Explanation of the code, including all functions and configuration parameters, with appropriate comments on all code sections. Screenshots from the code should be used when explaining each section, and this should be included in the report. This criterion accounts for 30% of the allocated marks.

Referencing Style

- [Harvard \(author-date\)](#)

Submission

Online

Submission Instructions

Report as a Pdf File, Video demos, software codes need to be uploded to Moodle

Learning Outcomes Assessed

- Program a microcontroller to interface with external devices such as analog and digital sensors, actuators and computers

Graduate Attributes

- Knowledge
- Communication
- Cognitive, technical and creative skills
- Research
- Self-management
- Ethical and Professional Responsibility

4 Laboratory Practicals

Assessment Type

Practical Assessment

Task Description

This assessment is designed to incorporate hands-on learning experiences through laboratory practicals, utilizing the Microcontroller board along with sensors and actuators that students have acquired. These practical exercises will be conducted over a span of four weeks, specifically weeks 5 to 8 of the course, allowing students ample time to explore and master the concepts.

Throughout this period, students will engage in a series of experiments and projects that involve working with the Microcontroller board, sensors, and actuators. The practicals are carefully crafted to cover various aspects of the course material and provide a comprehensive understanding of microcontroller-based systems.

Each week, students are expected to complete a set of laboratory exercises and submit their work through the Moodle platform. This regular submission process ensures that students remain actively engaged and stay on track with their progress. It also allows instructors to monitor individual performance and provide timely feedback.

It is important to note that this is an individual assessment, and no collaboration or contribution from others is

permitted.

Assessment Due Date

These laboratory exercises will need to be completed during weeks 5-8 and submitted to Moodle on a weekly basis.

Return Date to Students

Marked lab report with feedback will be returned to students usually within 2 weeks after submission. However, there will be no model answers provided.

Weighting

20%

Minimum mark or grade

50%

Assessment Criteria

Assessment Criteria (each question)

- Graphical representation of the program using a flowchart or a block diagram, which will account for 20% of the allocated marks.
- A fully working program producing expected outcomes, which will be assessed based on the video demonstration, codes, and the report submitted to the Moodle site. Failure to provide a demonstration video and codes will result in a zero mark. This criterion accounts for 50% of the allocated marks.
- Explanation of the code, including all functions and configuration parameters, with appropriate comments on all code sections. Screenshots from the code should be used when explaining each section, and this should be included in the report. This criterion accounts for 30% of the allocated marks.

Referencing Style

- [Harvard \(author-date\)](#)

Submission

Online

Submission Instructions

Report as a Pdf File, Video demos, software codes need to be uploded to Moodle

Learning Outcomes Assessed

- Analyse and design microcontroller based real-time applications using a given industry-standard development system and software tools
- Prototype an embedded microcontroller system for a real-world application
- Communicate professionally using relevant technical terminology, symbols, and diagrams and effectively document design and prototyped solutions
- Work autonomously and as a team member to analyse problems and present solutions.

Graduate Attributes

- Knowledge
- Communication
- Cognitive, technical and creative skills
- Research
- Self-management
- Ethical and Professional Responsibility

5 Portfolio

Assessment Type

Portfolio

Task Description

This project is a crucial part of the unit, providing students with guided and open-ended opportunities to demonstrate their abilities. The main objective is to create a working prototype of an embedded system solution for a real-world issue, using a microcontroller board and optionally additional components. The prototype's performance will be evaluated at the end of the term. Collaboration or assistance from others is not allowed, ensuring that students' work reflects their individual skills and creativity. The project allows students to showcase their expertise in designing and implementing embedded systems while gaining practical experience in solving real-world challenges.

Assessment Due Date

This portfolio submission has multiple due dates. Please see the assessment document for more information.

Return Date to Students

Marked portfolio will be returned with feedback after the release of grades.

Weighting

40%

Minimum mark or grade

50%

Assessment Criteria

1. Project progress Revises (Week 11) (15%)

- Each student will get an Individual Zoom interview with the unit coordinator. Students need to show substantial progress towards the timely completion of the project. Need to provide evidence for the progress such as video, codes, sensor and actuator testing, and design sketches

2. Goal Achievement (50%):

- Demonstrates the ability to understand the goals and requirements of the simulated robot program.
- Develops a comprehensive and correct solution for each goal.
- Achieves the desired outcomes as specified in the assignment.
- Provides evidence of the program successfully accomplishing the goals, such as video recordings or screenshots.

3. Report (30%)

- Need to complete a report according to the given structure that demonstrates the following problem-solving skills
- Presents a clear and logical approach to solving the problems.
- Breaks down complex problems into smaller, manageable tasks.
- Uses appropriate algorithms, data structures, and programming constructs to implement the solution.
- Provides a detailed explanation of the problem-solving process, including any iterations or revisions made during development.
- Includes flowcharts, or other graphical representations to illustrate the solution.

4. Software Codes (5%)

- Follows standard programming conventions and naming conventions.
- Includes appropriate comments throughout the code to explain the purpose of each section, key variables, and logic.
- Writes clean and well-structured C language code using functions.

Referencing Style

- [Harvard \(author-date\)](#)

Submission

Online

Submission Instructions

Report as a single PDF file, software codes, demonstration video

Learning Outcomes Assessed

- Apply fundamental structured programming knowledge to perform software tasks
- Program a microcontroller to interface with external devices such as analog and digital sensors, actuators and computers
- Analyse and design microcontroller based real-time applications using a given industry-standard development system and software tools
- Prototype an embedded microcontroller system for a real-world application
- Communicate professionally using relevant technical terminology, symbols, and diagrams and effectively document design and prototyped solutions
- Work autonomously and as a team member to analyse problems and present solutions.

Graduate Attributes

- Knowledge
- Communication

- Cognitive, technical and creative skills
- Research
- Self-management
- Ethical and Professional Responsibility
- Leadership

Academic Integrity Statement

As a CQUniversity student you are expected to act honestly in all aspects of your academic work.

Any assessable work undertaken or submitted for review or assessment must be your own work. Assessable work is any type of work you do to meet the assessment requirements in the unit, including draft work submitted for review and feedback and final work to be assessed.

When you use the ideas, words or data of others in your assessment, you must thoroughly and clearly acknowledge the source of this information by using the correct referencing style for your unit. Using others' work without proper acknowledgement may be considered a form of intellectual dishonesty.

Participating honestly, respectfully, responsibly, and fairly in your university study ensures the CQUniversity qualification you earn will be valued as a true indication of your individual academic achievement and will continue to receive the respect and recognition it deserves.

As a student, you are responsible for reading and following CQUniversity's policies, including the [Student Academic Integrity Policy and Procedure](#). This policy sets out CQUniversity's expectations of you to act with integrity, examples of academic integrity breaches to avoid, the processes used to address alleged breaches of academic integrity, and potential penalties.

What is a breach of academic integrity?

A breach of academic integrity includes but is not limited to plagiarism, self-plagiarism, collusion, cheating, contract cheating, and academic misconduct. The Student Academic Integrity Policy and Procedure defines what these terms mean and gives examples.

Why is academic integrity important?

A breach of academic integrity may result in one or more penalties, including suspension or even expulsion from the University. It can also have negative implications for student visas and future enrolment at CQUniversity or elsewhere. Students who engage in contract cheating also risk being blackmailed by contract cheating services.

Where can I get assistance?

For academic advice and guidance, the [Academic Learning Centre \(ALC\)](#) can support you in becoming confident in completing assessments with integrity and of high standard.

What can you do to act with integrity?



Be Honest

If your assessment task is done by someone else, it would be dishonest of you to claim it as your own



Seek Help

If you are not sure about how to cite or reference in essays, reports etc, then seek help from your lecturer, the library or the Academic Learning Centre (ALC)



Produce Original Work

Originality comes from your ability to read widely, think critically, and apply your gained knowledge to address a question or problem